



This is to certify that the character known as

has purchased the following at the
SHOPPING SPREE

Potion / Scroll

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Value: See above Tradable: Yes
Caster Level: Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

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Value: See above Tradable: Yes
Caster Level: Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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Spell: _____

__ Potion __ Scroll Value: _____

Value: See above Tradable: Yes
Caster Level: Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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SHOPPING SPREE

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Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

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Value: See above Tradable: Yes
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Legality: Legal Real Value: \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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Value: See above Tradable: Yes
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GM Name _____

Adventure _____ Date _____



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SHOPPING SPREE

Potion / Scroll

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Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Value: See above Tradable: Yes
Caster Level: Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as



earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Burglar's Bracers

(wrists)

On command, these plain leather bracers can transform into a set of masterwork thieves' tools. They can transform back to their bracer form with another such command. Once per day, while using these thieves' tools or wearing these bracers, the user can take 10 on a single Disable Device check, even when in immediate danger or distracted.



[ATL 1-3]

Value: 1,050 gp Tradable: Yes
Caster Level: 3rd Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as



earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Wasp Nest of Swarming

This is a hand-sized replica of a wasp's nest, crafted out of paper. It is extremely fragile and comes in a snug rigid case. If the nest is placed on the floor or ground, each time a creature passes through that square there is a 50% chance that it kicks or steps on the nest, triggering it. The nest may instead be thrown (range increment 10 feet), triggering when it strikes a hard surface or a creature. When triggered, the nest creates a wasp swarm that attacks the nearest creature and follows it until it is dead, the swarm is killed, or the swarm is unable to reach the target, at which point the swarm attacks the next nearest creature. If the swarm can't find any targets, it waits in place until another creature appears. The swarm dissipates 9 minutes after being released.

[ATL 1-3]

Value: 1,000 gp Tradable: Yes
Caster Level: 9th Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as



earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Handy Haversack

A backpack of this sort appears to be well made, well used, and quite ordinary. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

[ATL 1-3]

Value: 2,000 gp Tradable: Yes
Caster Level: 9th Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
WHAT CHILDISH DREAM IS THIS?

Cloak of Elvenkind

(shoulders)

When this plain gray cloak is worn with the hood drawn up around the head, the wearer gains a +5 competence bonus on Stealth checks



[ATL 1-3]

Value: 2,500 gp Tradable: Yes
 Caster Level: 3rd Rarity: Common
 Legality: Legal Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
WHAT CHILDISH DREAM IS THIS?

Cloak of the Hedgewizard

(shoulders)

The cloak grants its wearer the ability to use a certain number of spells on command (caster level 1st) based on its school of magic. It also grants the wearer the ability to use *prestidigitation* on command and at will.

Divination: at will—*detect magic*; 1/day—*detect secret doors, true strike*



[ATL 1-3]

Value: 2,500 gp Tradable: Yes
 Caster Level: 1st Rarity: Common
 Legality: Legal Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
WHAT CHILDISH DREAM IS THIS?

Efficient Quiver

This appears to be a typical arrow container capable of holding about 20 arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to 60 objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as 6 objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can quickly produce any item she wishes that is within the quiver, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

[ATL 1-3]

Value: 1,800 gp Tradable: Yes
 Caster Level: 9th Rarity: Common
 Legality: Legal Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Claws of the Ice Bear

(hands)

Strapped to the hands, these spiked climbing claws grant a +2 competence bonus on Climb checks and Acrobatics checks made when using both hands to aid in movement, and allow the wearer to ignore the normal penalties on those skills for slippery or icy surfaces. In addition, up to 3 times per day, the wearer can activate the claws as a swift action to gain the benefits of *spider climb* for 1 round. The wearer cannot hold anything else in her hands while using claws of the ice bear. If used as a weapon, *claws of the ice bear* function as spiked gauntlets.

[ATL 1-3]

Value: 1,300 gp Tradable: Yes
Caster Level: 3rd Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Bead of Force

This small black sphere appears to be a lusterless pearl. A *bead of force* can be thrown up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

Once thrown, a *bead of force* functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses the targeted creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within. The explosion completely consumes the bead, making this a one-use item.

[ATL 1-3]

Value: 3,000 gp Tradable: Yes
Caster Level: 10th Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Bag of Holding Type II

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. The bag weighs 25lbs, and can hold up to 500lbs weight, or 70 cubic feet in volume

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

[ATL 5-9]

Value: 5,000 gp Tradable: Yes
Caster Level: 9th Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Stone of Alliance

This tiny sphere of marble can be used to strengthen an existing link between the user and a creature bound to him. When activated by a creature and then swallowed by that creature's animal companion, bonded mount, or familiar, the stone magically remains inside the companion creature. Thereafter, the master is continually aware of the companion's distance, direction, and general condition as if using the spell *status*. If the master has line of sight to the companion, he may as an immediate action protect the creature from being harmed by one successful attack, taking the full effect of that attack instead.

Once per day the master may spend a standard action to transfer the blinded, dazzled, deafened, fatigued, shaken, or sickened condition from the companion to himself.

Alternatively, the master may partially transfer the exhausted, frightened, or nauseated condition from the companion to himself, with he and the companion both suffering the lesser version of that condition (fatigued for exhausted, and so on).

The master must be within 30 feet of the companion for him to use either aspect of this ability. The stone remains harmlessly inside the companion until it dies, the master dies, or the master dismisses the companion, at which point it crumbles into a worthless powder and is digested

[ATL 5-9]

Value: 5,000 gp Tradable: Yes
Caster Level: 3rd Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Grapppler's Mask

(head)

This mask is fashioned from dark leather decorated with geometrical patterns that emphasize the wearer's fearsomeness. It covers the wearer's face, but leaves his mouth and eyes uncovered. The wearer may attempt to bull rush and grapple without provoking attacks of opportunity

[ATL 5-9]

Value: 5,000 gp Tradable: Yes
Caster Level: 1st Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Gauntlets of the Skilled Maneuver

(hands)

The wearer of these gauntlets gains a +2 bonus on one type of combat maneuver check (disarm).

[ATL 5-9]

Value: 4,000 gp Tradable: Yes
Caster Level: 3rd Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
WHAT CHILDISH DREAM IS THIS?

Eyes of Keen Sight

(eyes)

These clear crystals fit over the wearer's eyes. They grant the wearer a +2 competence bonus on Perception checks, and the wearer gains low-light vision. If the wearer has low-light vision already, these lenses double the distance the wearer can see with this vision.



[ATL 5-9]

Value: 6,000 gp Tradable: Yes
 Caster Level: 1st Rarity: Common
 Legality: Legal Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____

Legends of the Shining Jewel

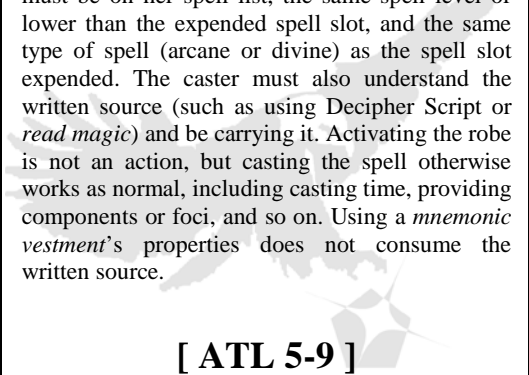
This is to certify that the character known as

earned the following in the adventure
WHAT CHILDISH DREAM IS THIS?

Mnemonic Vestment

(chest)

The surface of this delicate-looking blue silk robe is adorned with tiny embossed runes across its entire surface. If the wearer is a spontaneous caster, once per day she may use a spell slot to cast a spell from a written source (such as a scroll or spellbook) as if she knew that spell. The spell must be on her spell list, the same spell level or lower than the expended spell slot, and the same type of spell (arcane or divine) as the spell slot expended. The caster must also understand the written source (such as using Decipher Script or *read magic*) and be carrying it. Activating the robe is not an action, but casting the spell otherwise works as normal, including casting time, providing components or foci, and so on. Using a *mnemonic vestment's* properties does not consume the written source.



[ATL 5-9]

Value: 5,000 gp Tradable: Yes
 Caster Level: 17th Rarity: Common
 Legality: Legal Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
WHAT CHILDISH DREAM IS THIS?

Robe of Useful Items

(body)

A character who dons this battered robe notes that its patches rearrange into the shapes of various helpful but mundane items. Only the wearer of the robe can see the true shapes of these patches, recognize them for what items they become, and detach them. One patch can be detached each round.

Detaching a patch causes it to become an actual item, as indicated below.

- Dagger - x2
- Bullseye lantern (full and lit) - x2
- Mirror (2x4 ft steel mirror) - x2
- Pole, 10 ft - x2
- Rope, 50 ft Hemp - x2
- Sack - x2
- Pair of Wardogs - x2
- Window
- Iron Door
- 10 Gems worth 100gp each
- Ladder 24 ft long - x2
- Potion of Cure Serious Wounds - x2
- 10x10x10 Pit - x2
- Minor Scroll of Solid Note (APG)
- Bag of 100 gp

Once removed, a patch cannot be replaced.

[ATL 5-9]

Value: 7,000 gp Tradable: Yes
 Caster Level: 9th Rarity: Common
 Legality: Legal Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Small Diamond



[ATL 1-3]

Value: 2,000 gp	Tradable: Yes
Caster Level: NA	Rarity: Common
Legality: Legal	Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

earned the following in the adventure

WHAT CHILDISH DREAM IS THIS?

Star Sapphire

One-half fist sized.



[ATL 5-9]

Value: 6,000 gp	Tradable: Yes
Caster Level: NA	Rarity: Common
Legality: Legal	Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

earned the following in the adventure

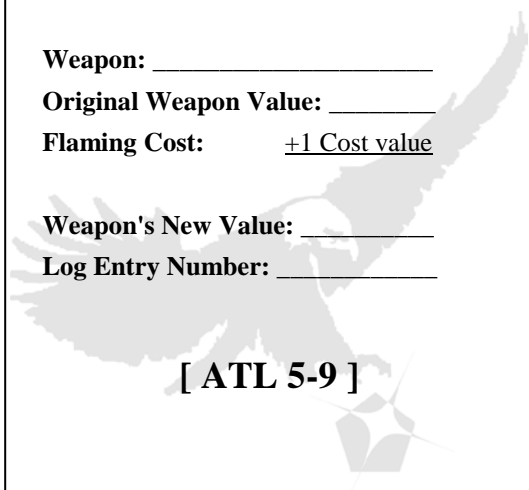
WHAT CHILDISH DREAM IS THIS?

Add Flaming to a Weapon

The weapon must have been used in the fight with the dragon.

Weapon: _____
 Original Weapon Value: _____
 Flaming Cost: +1 Cost value

Weapon's New Value: _____
 Log Entry Number: _____



[ATL 5-9]

Value: varies	Tradable: Yes
Caster Level: 10th	Rarity: Common
Legality: Legal	Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____